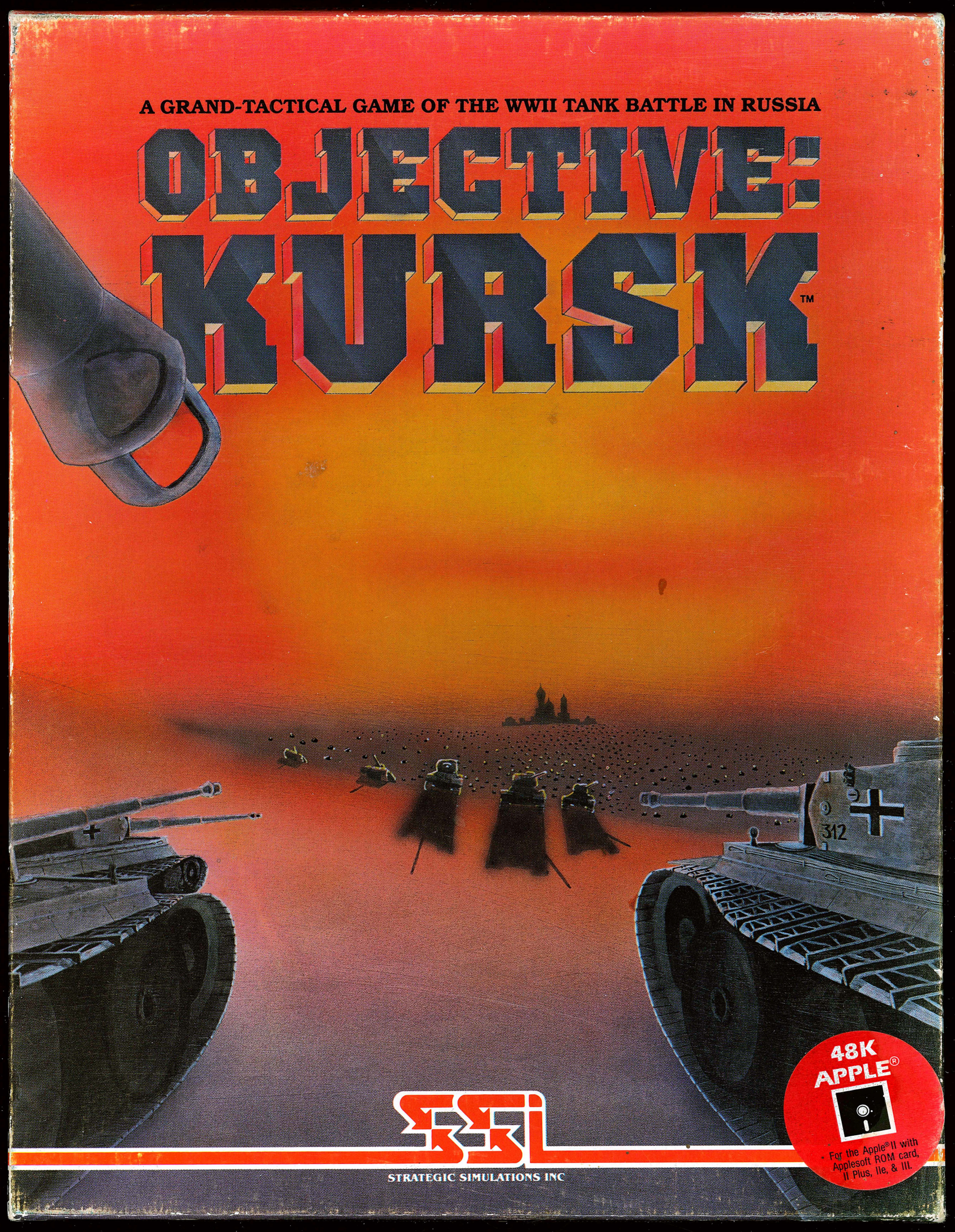
A GRAND-TACTICAL GAME OF THE WWII TANK BATTLE IN RUSSIA

OBJECTIVE: KURSK™



48K APPLE®

- For the Apple® II with Applesoft ROM card, II Plus, IIe, & IIc.

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- 31 × 32 scrolling hexagon mapboard covering the southern half of the Kursk salient.
- Rules cover minefields, combined arms assaults, indirect artillery fire, air combat and much more.
- Each combat unit lists the actual number of weapon systems and riflemen in the unit.
- Over 30 different weapon systems rated for both attack and defense. Tank types include the infamous Panther and Tiger tanks, as well as the Russian T-34 and KV-1.
- Two-player and computer-as-Russian scenarios.
- Ability to save a game for later play.

OBJECTIVE: KURSK™ was designed by **Gary Grigsby**, author of SSI's War in Russia™, Guadalcanal Campaign™, Bomb Alley™, North Atlantic '86™ and Carrier Force™.

■ **PLAYING TIME: 6 to 10 Hours** ■ **ADVANCED LEVEL**

Box Cover Design by LOUIS HSU SAEKOW and WILLIAM CARMAN.

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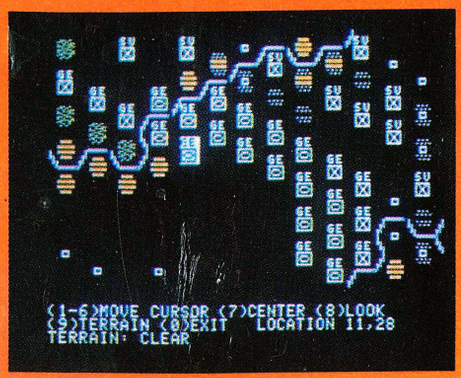
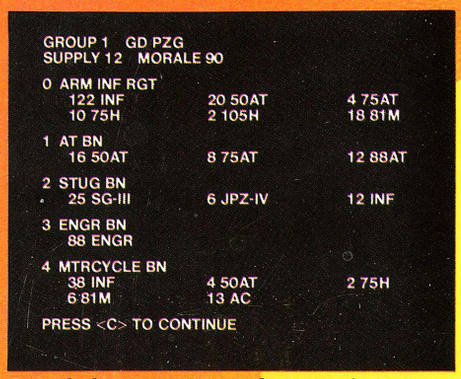
THE LARGEST TANK BATTLE OF WORLD WAR II RE-CREATED DOWN TO EVERY TANK, EVERY GUN, AND EVERY INFANTRYMAN!



The scrolling screen display shows units and terrain in Hi-Res color graphics.


GROUP 1 GD PZG
SUPPLY 12 MORALE 90
0 ARM INF RGT
122 INF 20 50AT 4 75AT
10 75H 2 105H 18 81M
1 AT BN
16 50AT 8 75AT 12 88AT
2 STUG BN
25 SG-III 6 JPZ-IV 12 INF
3 ENGR BN
88 ENGR
4 MTRCYCLE BN
38 INF 4 50AT 2 75H
6 81M 13 AC
PRESS <C> TO CONTINUE

Detailed composition of a sample German group that makes up part of a division.

THE HISTORY:

In the summer of 1943, Hitler launched Operation Citadel, the massive north-south pincer assault against the Kursk salient. The Russians, alerted by their intelligence network, were well prepared for the attack. The battle that followed was to be the largest tank battle of World War II.

Germany's IX Army, responsible for the northern strike, advanced only six miles and was immediately repulsed.

The IV Panzer Army, attacking from the south, was more successful. Before being defeated, it was able to penetrate 25 miles to the town of Prokhorovka, just 50 miles short of Kursk.

OBJECTIVE: KURSK™ is the grand-tactical simulation of this southern conflict.

THE GAME:

Consider its scope: 12 Panzer and Panzer Grenadier divisions and 9 Soviet armored and mechanized infantry corps — a sum total of more than 4000 tanks! It is the first computer game ever to resolve such a massive battle down to every tank, every gun, every infantryman!

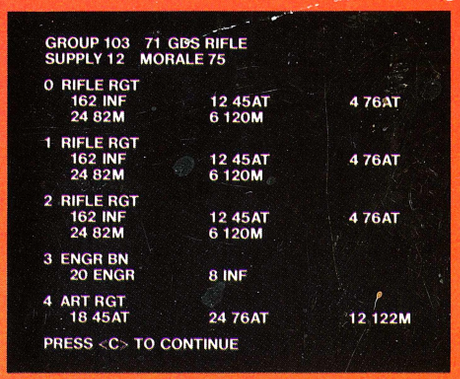
How did we do it? By harnessing the power of the computer to its fullest. Our sophisticated program takes care of all the number crunching and administrative headaches so you won't have to. Not only is a game of such detail and scale practical, it is also fun and fast!

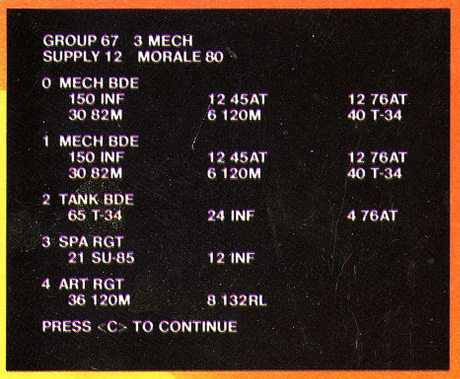
Starting early in July 1943, this game gives the Germans 11 days to take their objective: Kursk. As in the real battle, the task is anything but easy. If you're playing the Germans, your advance will be impeded by the endless minefields that your engineers must clear. Then, there is the rain — the frequent, awful downpour that turns the Russian countryside into paralyzing gullies.

All this before you even worry about the 2000 T-34 and KV-1 tanks of the Russian Army waiting for you!

Your only advantages are the superior morale of your troops and the fact that you move first. But perhaps, these two factors — coupled with your skill and cunning — will be enough to change the historical outcome of the Battle of Kursk.

This advanced two-player game also allows for solitaire play, where the computer directs the Soviet forces.


GROUP 103 71 GDS RIFLE
SUPPLY 12 MORALE 75
0 RIFLE RGT
162 INF 12 45AT 4 76AT
24 82M 6 120M
1 RIFLE RGT
162 INF 12 45AT 4 76AT
24 82M 6 120M
2 RIFLE RGT
162 INF 12 45AT 4 76AT
24 82M 6 120M
3 ENGR BN
20 ENGR 8 INF
4 ART RGT
18 45AT 24 76AT 12 122M
PRESS <C> TO CONTINUE


GROUP 67 3 MECH
SUPPLY 12 MORALE 80
0 MECH BDE
150 INF 12 45AT 12 76AT
30 82M 6 120M 40 T-34
1 MECH BDE
150 INF 12 45AT 12 76AT
30 82M 6 120M 40 T-34
2 TANK BDE
65 T-34 24 INF 4 76AT
3 SPA RGT
21 SU-85 12 INF
4 ART RGT
36 120M 8 132RL
PRESS <C> TO CONTINUE

Two sample Russian groups.

Screen displays are from the APPLE®. Screen displays from other computer(s) may vary.

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